

I'M PUTTING YOU ON YOUR OWN



THESE OUGHT TO BE INTERESTING



BUILD THEM UP; DON'T JUST COPY



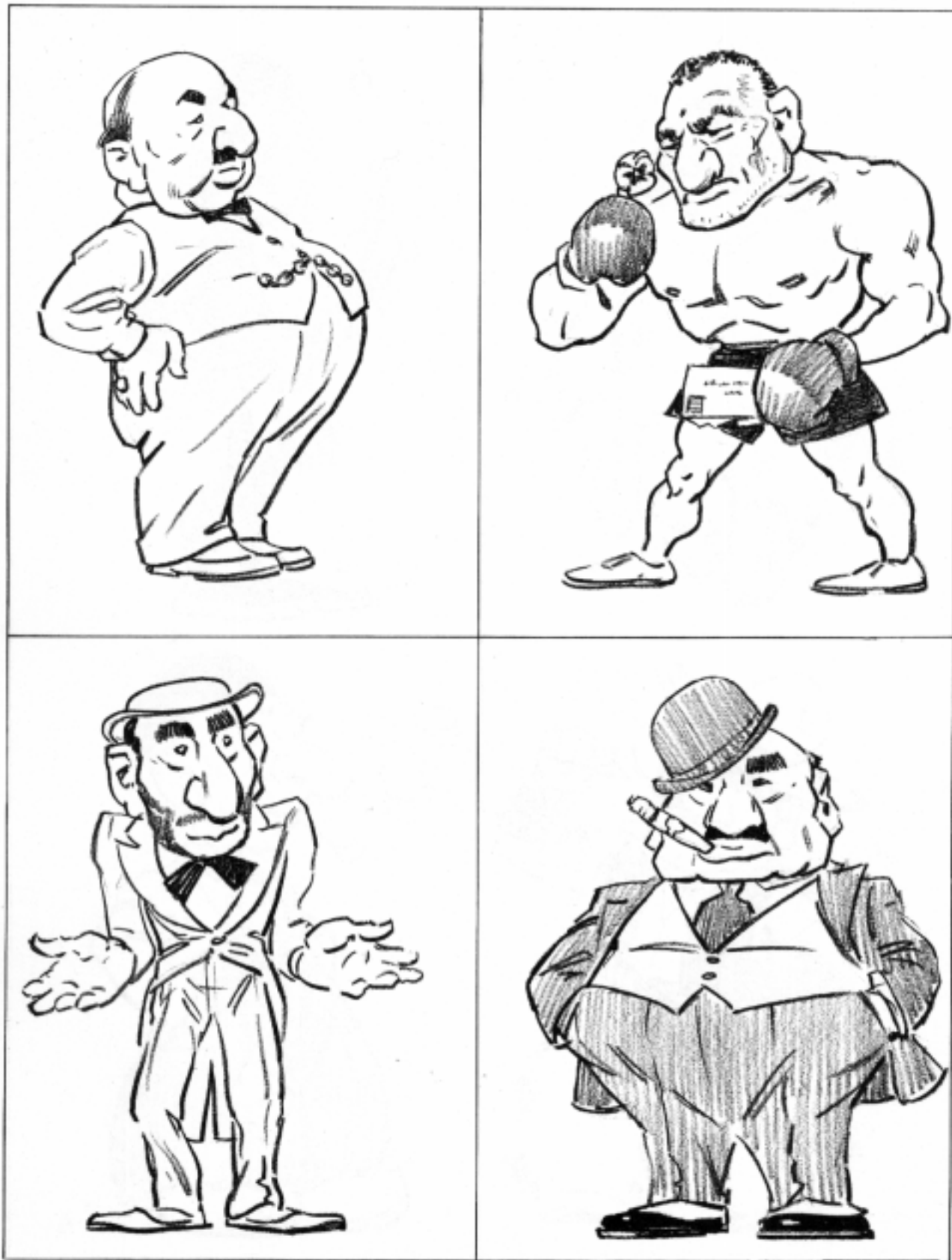
NOW LET'S MIX UP THE RACES



YOU CAN DRAW THEM ALL BY OUR METHODS



ALSO THESE



AMONG US MORTALS



DOWN ON THE FARM



WHEN YOU AND I WERE YOUNG, MAGGIE



ANNABELLE



JUST NATURALLY ATHLETIC



VAMPS



AND MORE VAMPS



FORESHORTENING

Unless one has a sound method of building, foreshortening is very difficult. In the figure at the right, the parts resemble the Doohinkus photos. If you think of the figure as sections fitted together, foreshortening takes fully as we built the head in Part One. Think of solids

Below, we obtain foreshortening by projecting a profile into a front view, or the reverse, as we did with the head. Establish the desired tilt and position of the parts, then by parallel lines build the other position of the figure so that all important points coincide. When the figure is close, increase the parts that are closest and diminish the parts that are away from you. I did not do this, fearing it might confuse you. I personally prefer the method at the top, using the eye, but often a difficult problem can be worked out easily this way, and it is well to know how.

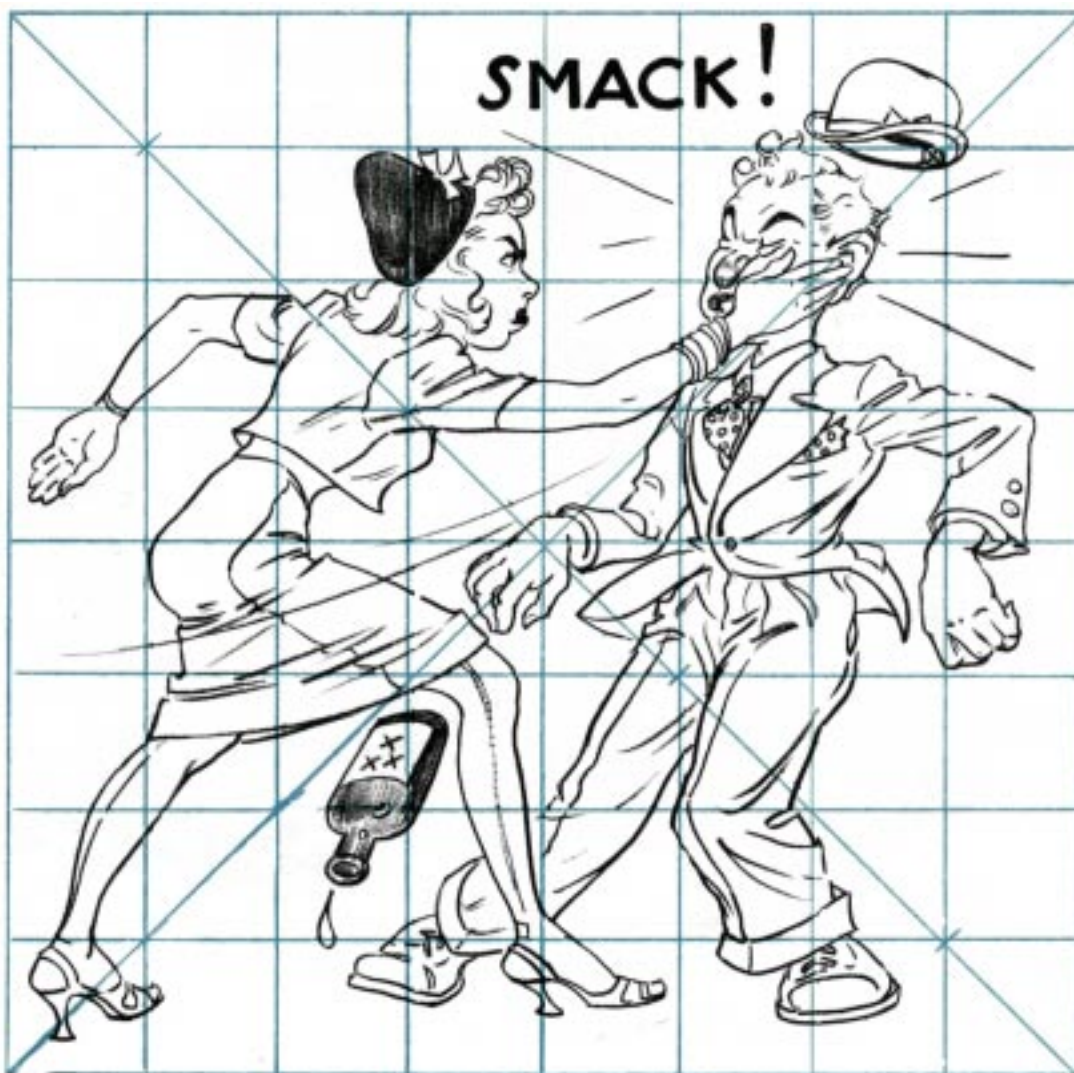


THUS ENDETH PART TWO



(From Page 57)

Here's Gas House Nellie back with us, and what a wallop! She's here to show you there's no foolin' about those little Doohinkuses, You can get more real stuff into your figures in two minutes this way than in two days of trying to horse around with the finished drawing that has not been planned out. If Nellie isn't really slamming this guy, I'm a Chinaman. I can almost hear it.

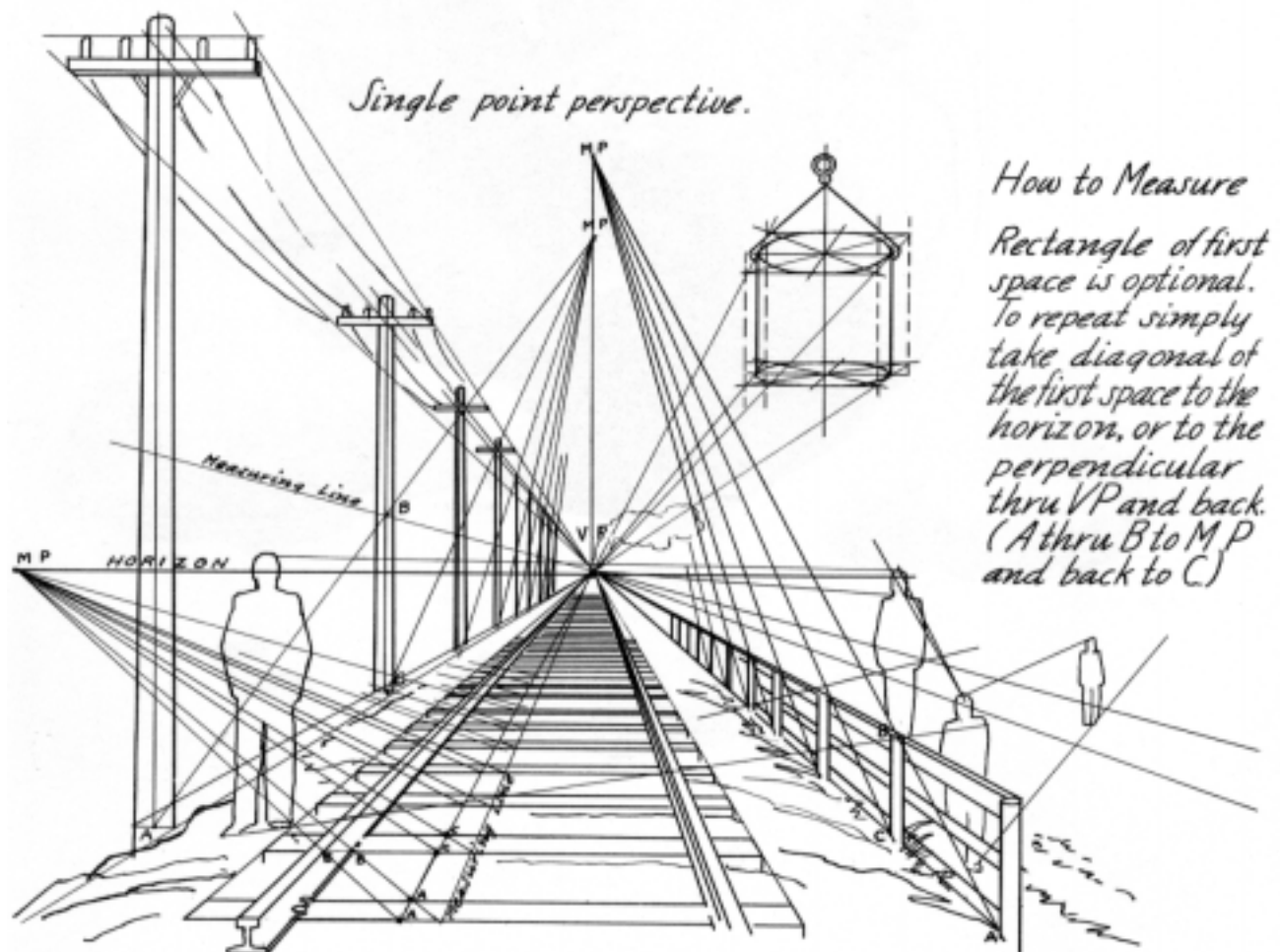
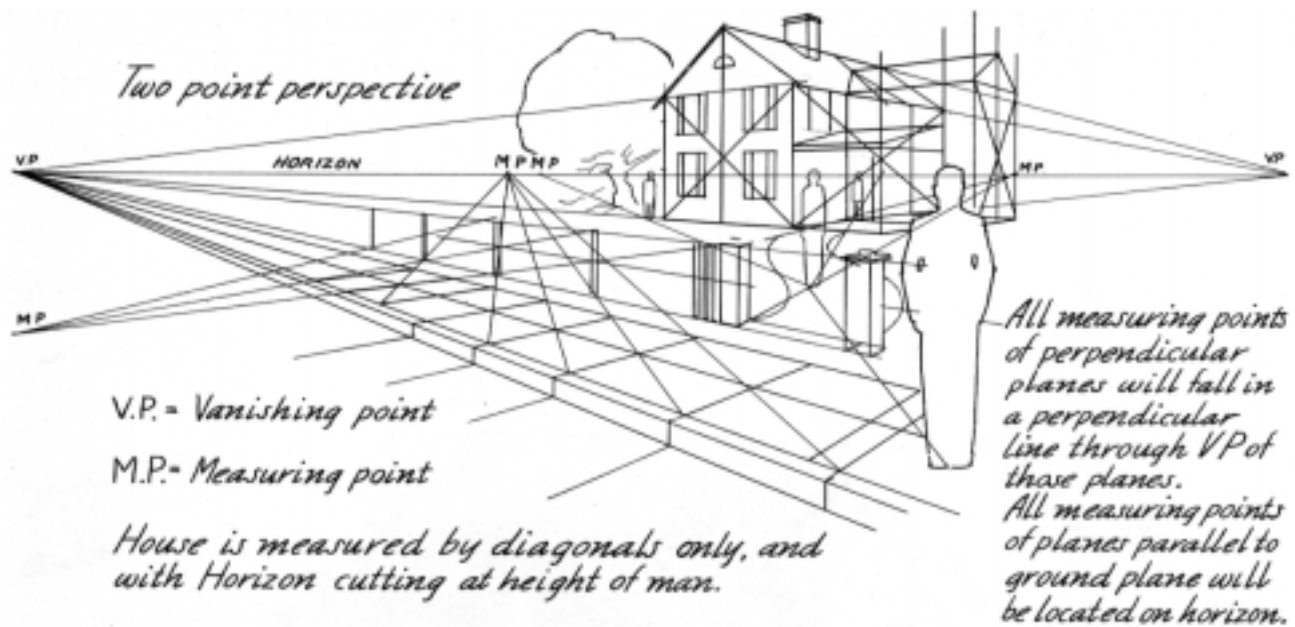


NOW THAT I'VE GOT ALL OF YOU, WHAT TO DO!



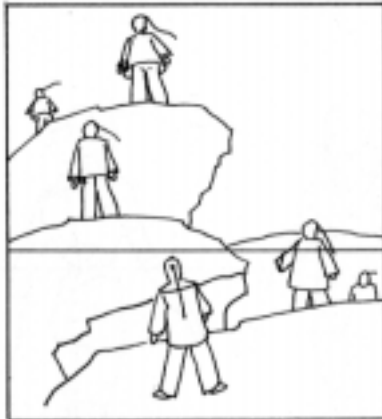


PERSPECTIVE

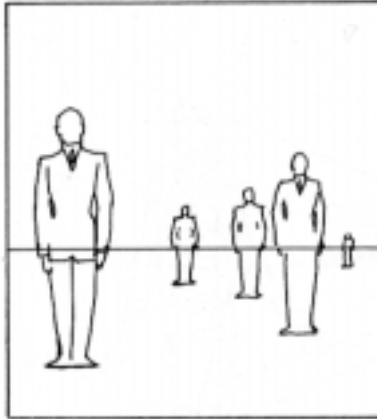


Perspective looks more difficult than it is. You must know it to draw.

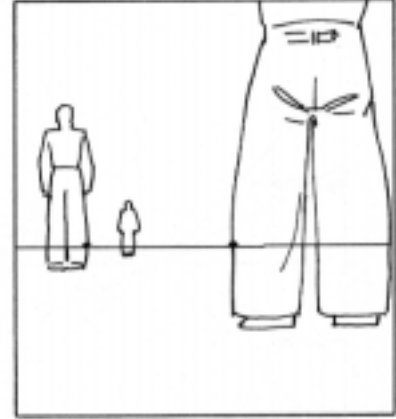
HOW TO ESTABLISH FIGURES ON THE GROUND



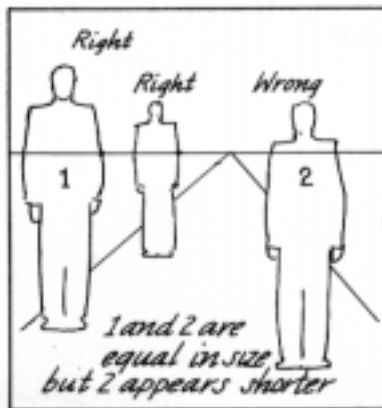
When ground plane is not level they may be above or below Horizon, but must be shown in true perspective.



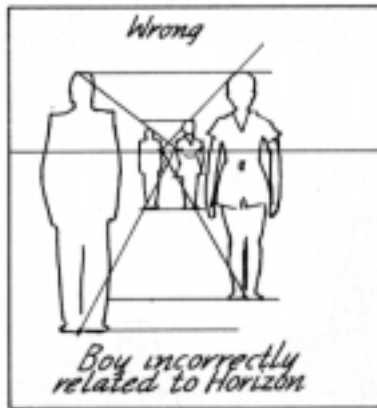
On a level ground plane the Horizon must cut through all figures of the same height in the same place.



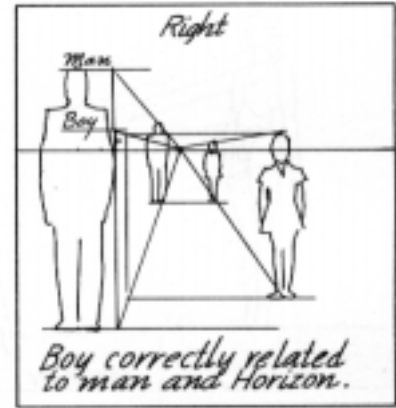
Always plan your picture for the closest figure, or he may not get in the picture.



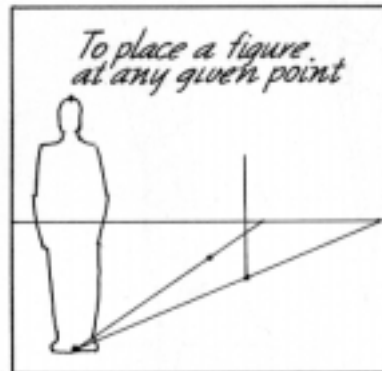
The horizon may be fixed at any height on the figure, but all figures must be related.



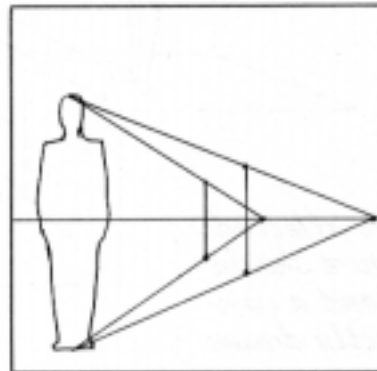
Boy, though drawn smaller actually is larger, because of disrelation to man and horizon.



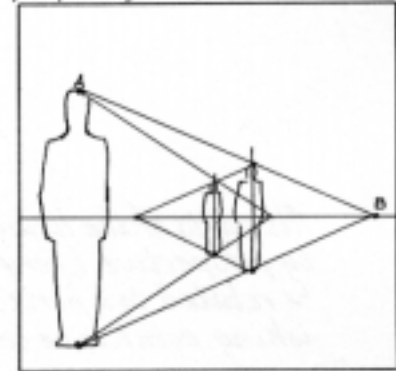
Size of boy should be approximated by comparison to man and set properly on ground plane.



Establish points where figures are desired. Then draw line from feet thru points to horizon.

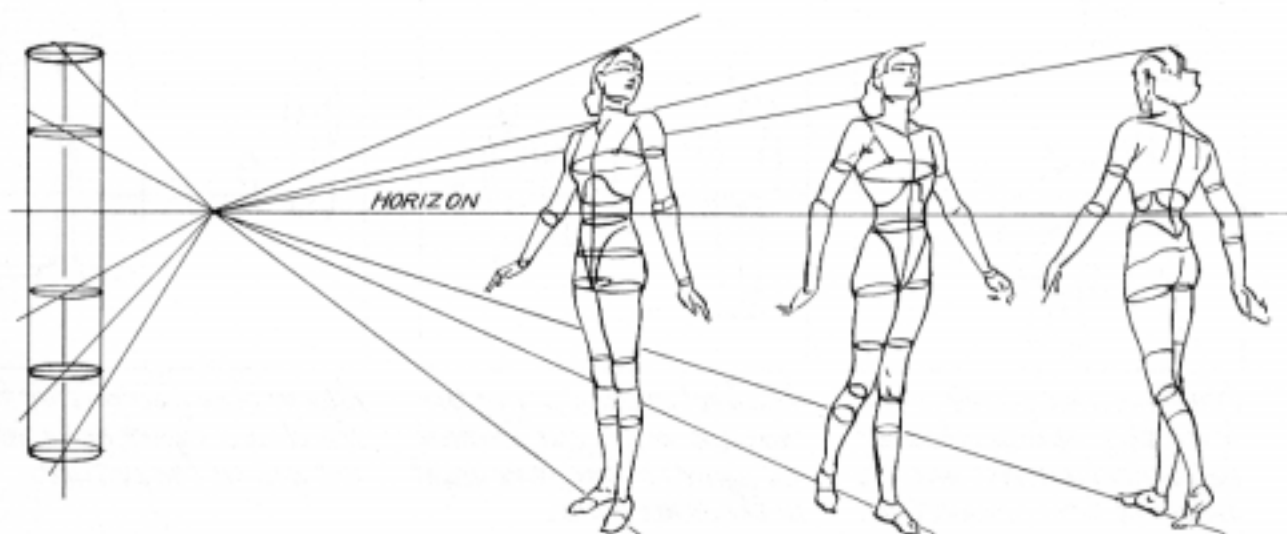


Then bring line back to point at top of figure. Erect perpendicular at the points chosen.

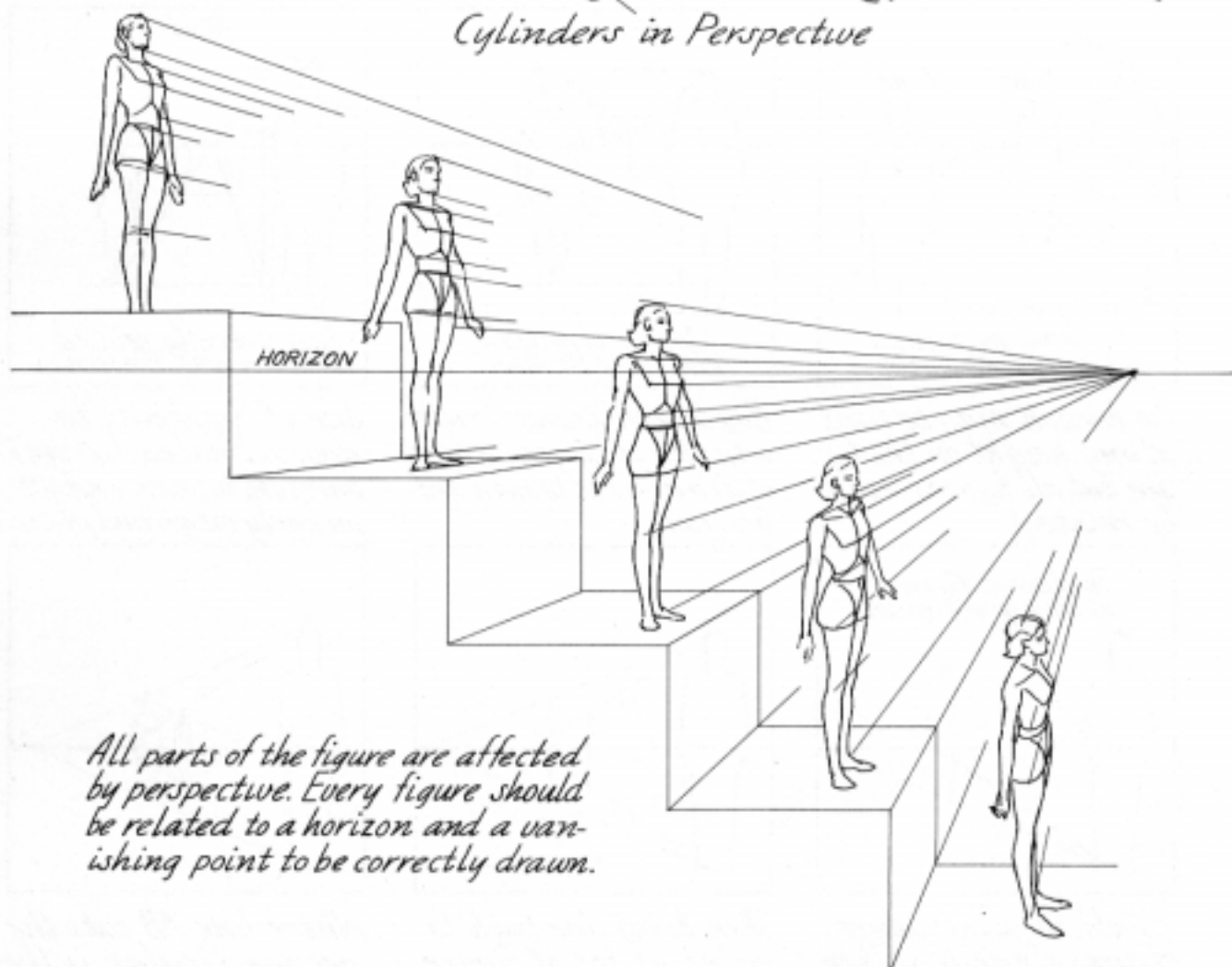


Where line AB cuts the perpendicular is the same relative height of original figure.

PERSPECTIVE IN THE FIGURE



Cylinders in Perspective



All parts of the figure are affected by perspective. Every figure should be related to a horizon and a vanishing point to be correctly drawn.